



Professional Experience

Copernicus Studios 2D Builds Artist | May 2020-August 2020

- Created 2D props for the show, Curious George, as assigned by my Builds Supervisor
- Devised creative solutions to troubleshoot problems that arose with builds
- Adjusted designs as needed for builds based on storyboards and production needs
- Asked appropriate questions to understand and complete the builds assigned

SmashBits Animation Studios Character Designer | March 2020-June 2020

- Worked closely with my colleagues to design the main cast, turnarounds, and expressions sheets
- · Completed all designs from, rough to clean lines and color
- · Oversaw the creation of builds to ensure their quality and that the model sheets were followed
- Edited designs as needed to keep characters consistent with the style of the production
- Designed replacement mouths, hands, and eye blinks for characters as needed

Art and Animation Tutor | September 2019-Present

- Tutored students of various levels and ages in character design, 2D character building, and animation
- Explained complex animation topics in simple terms
- Critiqued student work and instructed how to improve their designs
- Lead students through Adobe Photoshop and Adobe Animate tutorials

DDLocks Studios Character Designer | September 2017 - Present

- Produced character designs, turnarounds, and character lineups for clients
- Aligned my style to support the art direction of the production
- Ensured that all designs were completed to my client's specifications to create engaging characters
- Clients include Low Brow Studios and In Touch Ministries

Computer Software

Adobe Photoshop, Adobe Animate 2020, Box Sync, Moho 13, Maya, Toon Boom Harmony

Professional Skills

Character Design, 2D Character Building, Art Tutor, Scene Planning, 2D and 3D Character Animation, Storyboarding

Education

Savannah College of Art and Design (SCAD) Bachelor of Fine Arts in Animation | June 2018